

ABSTRACT

**SYSTEM AND METHOD FOR MULTIPLAYER MOBILE  
GAMES USING DEVICE SURROGATES**

A system and method allows multiple remote devices to form ad hoc groups over a  
5 network to participate in an activity. Each remote device is represented by a software surrogate.  
that is usually specific to the activity, device and communication channel. Where the remote  
device has limited computational power its surrogate can handle much of the computation  
necessary to participate in the activity. The surrogate can also queue communication to and from  
a remote device to make up for communication lapses common in wireless networks. The  
10 surrogate can also track usage information and persist the state of the activity. One embodiment  
is for multi-player gaming over cellular data networks using telephones, PDAs or the like.  
Another embodiment is for communication between emergency first responders.